

## Amiga DeluxePaint Reference Card and Manual Additions

**Starting the Program**—Start your computer with your 1.1 Kickstart disk. Insert the DeluxePaint disk when the Workbench disk prompt appears. When the 1> prompt appears, type **dpaint** and press **Return**.

After about a minute the Title Strip and Control Panel will appear. The program will be in low resolution mode with 32 colors in the paint set. See the inside of this card for information about using fewer colors and about the medium and high resolution modes.

**IMPORTANT!** Be sure you have a data disk to save your work on before you start the program. Do NOT save your work directly on the DeluxePaint disk. See the next section for information about how to prepare a disk for use with the program.

**Making and Using Data Disks**—Though the DeluxePaint program does not produce an icon for itself on the Workbench screen, it does produce icons for the pictures and brushes you save and for the drawers which contain them. And you can use your Workbench disk to initialize a disk and set up the drawers the program expects to find.

Follow the instructions in chapter 4 of the Introduction to Amiga User Guide for using the Workbench, first to initialize a disk, and then to put drawers on it named **lo-res** (for low resolution) and **brush**. For information about using your data disk to load and save pictures and brushes, see page 7 in the DeluxePaint manual.



When you use the program in low resolution mode on a 512K system, all of the program is loaded into memory when you start it. You may then eject the program disk and replace it with a data disk. On a 256K system (or in high resolution mode on a 512K system) the program cannot keep all of itself in memory at once, so it will periodically look for the program disk in the internal drive to get some information it needs. If it does not find the program disk there it will prompt you to insert it.

If you have an external drive, you can tell the program to look in it for a data disk by typing **df1:** in front of the drawer name and pressing **Return** when you use the load, save and save as... commands in the DeluxePaint program.

**Printer Settings and Other Preferences—** Make sure that your DeluxePaint program disk's write-protect tab is down so you can write to the disk. (See chapter 2 in your Introduction to the Amiga User Guide if you're not sure what this means.) Then at the 1> prompt, type **preferences** and press **Return** to bring up the Preferences screen described in chapter 7 of the Introduction to the Amiga User Guide.

Follow the instructions in the Guide to choose the correct settings for your printer, etc. Then choose Save Settings. When the disk light goes out, eject the disk and slide the write-protect tab up to protect your program disk. It should not be necessary to write to the program disk again. DeluxePaint supports all the printers whose names appear in the preferences "pick your printer" list—provided, of course, that they are used with the proper cables.

**Using Medium and High Resolution Modes**—In low resolution mode, the screen measures 320 pixels across by 200 pixels down. (A pixel is the smallest area you can paint with an individual color). In medium resolution mode it measures 640 by 200. In high resolution it measures 640 by 400.

To load the medium resolution mode, type **dpaint med** at the 1> prompt and press **Return**. Use **dpaint hi** to load the high resolution mode. In a 512K system you will have 16 colors in the paint set in each of these modes. On a 256K system you'll have 4 colors in medium resolution mode and you won't be able to load the high resolution mode at all. If you use the medium and high resolution modes, you'll want to add drawers named med-res and hi-res to your data disk.

Pictures prepared in one resolution cannot be loaded into another resolution through the load command in the Picture menu. Brushes can be loaded in any resolution mode regardless of the mode used to create them, though they will not look the same if the new mode's paint set differs from the one they were prepared with. Use **Remap** under **Change Colors** in the **Brush** menu to bring the brush as close as possible to the original coloring. (As a shortcut, you can load pictures as brushes through the Brush menu, memory permitting.)

You can also tell the program you want to work with fewer colors in all modes by telling it that you want to use fewer "bit planes" (a computer concept that names the relationship between the pixels on the screen and the organization of memory inside the machine). When you simply type **dpaint** and press **Return**, the program acts as though you had actually typed **dpaint lo 5**, meaning DeluxePaint, low resolution, 5 bit planes. **Dpaint m 4** means DeluxePaint, medium resolution, 4 bit planes. Five bit planes gives you 32 colors. Four bit planes yields 16 colors, 3 yields 8 colors, etc.



When you use the program in high resolution mode with 4 planes, or when you use it on a 256K system, the program closes the workbench to give itself enough memory to operate. If you use the Quit command in either of those modes, the program will completely restart.

(You can tell the program that you want the workbench closed by typing **c** at the end of your load instruction—**dpaint hl 3 c** for instance. If you want to conserve memory by using overlays instead of loading completely into memory, type **o** instead of **c**. If you want to both close the workbench and use overlays, type **b**. You can also save approximately 20K by disconnecting your external drive, if you have one, before you start the program.)

**Manual Additions**—Please note the following additions to the material in the manual.

- Pages 12 through 14 tell how to create and manipulate brushes. Please note that in medium and high resolution modes and on 256K systems, you cannot have brushes as large as the screen. If you try to make a brush grow too large with any of the commands under Size in the Brush menu, the command will not be carried out.

Sometimes the program will be able to remember the brush without having enough memory to display it. In that event it will display only an empty outline. If you click with the left button, you'll put down a copy of the brush just as you would if you could see it.

When the program displays only an outline for a brush, it is signaling that it is running short on memory. The best way to relieve the memory squeeze is to pick up a smaller brush with the brush selection tool.

- The **Bend** command at the bottom of the **Brushes** menu produces a sub-menu containing **Horiz** and **Vert**. Select the one you want, then hold down either button and move the mouse in the direction you selected to bend the brush in that direction. Release the button when you have the amount of bend you want.

- Pages 25 and 26 contain a listing of the keystrokes you can use with the program. Please note that holding down the Shift key while drawing will also constrain the action of freehand drawing tools, causing them to draw straight lines in the direction you first move the mouse. Also note that pressing **A** is the same as pressing the right button on the airbrush icon, and **CTRL-a** writes the amount of memory currently available into the Title Strip.

**Using the Program with a 256K System**—An external disk drive uses 20K of your system's RAM. If your system has only 256K of memory, please disconnect the external drive before attempting to start the program in low resolution mode with 32 using medium and high resolution modes for more information.

**Art Credits**—Xmas Scene, Fantasy scene and the accompanying brush sets by Paul Reiche III; Venus and KingTut by Avril Harrison; StarFlight, Paintcan, Patterns and Graph by Greg Johnson.

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